

CLAIMS

Please amend the claims as follows.

1. (Currently amended) A game system, the game system comprising:
a plurality of physically separated player-machines, wherein each physically separated player-machine includes its own CPU and software for allowing a player to play at least one game that requires ~~sufficient~~sufficient skill such that it is not primarily a game of chance, wherein said player is entitled to play said at least one game due to an economic consideration, and is adapted for developing digital information resulting from play of said at least one game;
~~an award server~~a bonus apparatus including a CPU and software, physically separated from said plurality of player-machines and coupled with said plurality of player-machines for digital communication therewith, wherein said digital communication includes game information and award information associated with said at least one game.
2. (Currently amended) The game system as recited in claim 1, further comprising a network coupling said plurality of player-machines to said ~~award server~~bonus apparatus.
3. (Original) The game system as recited in claim 2, wherein said network includes a serial transmission protocol.
4. (Original) The game system as recited in claim 3, wherein said serial transmission protocol is an RS-232 protocol.
5. (Currently amended) The game system as recited in claim 1, wherein said ~~award server~~bonus apparatus provides awards based on one or more criteria, selected from a group consisting essentially of:

- a game result;
- a progressive score;
- a completion of a specific task;
- an attainment of a specific goal; and
- a number of players playing.

6. (Original) The game system as recited in claim 5, wherein said progressive score is associated with a progressive bonus that is based on contributions made by said plurality of physically separated player-machines, and wherein said progressive score can be incremented or decremented based on a multiplier associated with said contributions.

7. (Original) The game system as recited in claim 6, wherein said contributions are based on one or more events, said one or more events comprising: consideration generated from at least one of said plurality of physically separated player-machines; and attainment of at least one pre-determined goal by at least one player playing at said plurality of physically separated player-machines.

8. (Currently amended) The game system as recited in claim 1, wherein said award serverbonus apparatus provides non-monetary awards.

9. (Currently amended) A method for a game system, the method comprising:
allowing a player to play at least one game that requires sufficient skill such that said at least one game is not primarily a game of chance, said at least one game being played on one of a plurality of physically separated player-machines in said game system, wherein each physically separated player-machine includes its own CPU and software for allowing said player to play said at least one game, where each of said plurality of physically separated player-machines is adapted to develop digital information resulting from play of said at least one game

and for being in digital communication with other physically separated player-machines, wherein said player is entitled to play said at least one game due to an economic consideration;

digitally communicating with ~~an award server~~ bonus apparatus including its own CPU and software by said plurality of physically separated player-machines wherein said ~~award server~~ bonus apparatus is physically separated from said plurality of physically separated player-machines, and wherein said digital communication includes game information and award information associated with said at least one game.

10. (Original) The method as recited in claim 9, wherein said digital communication is over a network.

11. (Original) The method as recited in claim 10, wherein said network includes a serial transmission protocol.

12. (Original) The method as recited in claim 11, wherein said serial transmission protocol is an RS-232 protocol.